

Soundtrack Dramaturgy

Sound perception

Elements of Soundtrack

Creative strategy for creating a soundtrack



Sound perception

- Sound, Vibration, Matter, Harmony
- Hear / Listen
- Emotions, Presence, Dynamics
- Movement in time and space
- Sound memory

- Pitch
- Duration
- Loudness
- Timbre
- Sonic Texture
- Spatial location

Elements of Soundtrack

- Dialogue
- Foley
- Sound Effects
- Music
- Silence

between sound and silence (inaudible sounds)

- Infrasound



- Ultrasound



- Moskovskaya Vodka

Creative strategy for creating a soundtrack

- Emotional gamma
- Character and dynamic structure
- Audial associations and contexts
- Timbre palette of sound elements
- Audio production techniques and tools
- Real & creative sound design
- Adaptation to acoustic conditions and the environment

Audial associations and contexts

- 50 Hz



- Press House



- Motorchoir

Timbre palette of sound elements

- IN-OUT



- KNAB

- Majami

Audio production techniques and tools

- Analog & Digital; Vintage & Modern
- Field recordings & Sampling; Musique Concrete
- Sound Synthesis (subtractive; FM; grain, etc)





**LLI-338 “Paradigmas maiņa no “tradicionālajām” uz radošajām
industrijām - pamats ilgtspējīgai reģionālajai attīstībai”**